Capture And Save

CaptureAndSave plugin is very useful if you want to capture current screen and save that to camera roll/gallery. There are many APIs which help you to capture screen as a texture, save texture to gallery.

Integration Guide:

Follow these steps to integrate CaptureAndSave into your existing project

1). Import CaptureAndSave plugin into your project.

2). Check these files should be there

- /Assets/CaptureAndSave/Documentation/
- /Assets/CaptureAndSave/Example/
- /Assets/CaptureAndSave/Plugins/CaptureAndSave.dll
- /Assets/CaptureAndSave/Plugins/Android/RefreshGallery.jar
- /Assets/CaptureAndSave/Plugins/Android/RefreshGalleryWrapper.cs
- /Assets/CaptureAndSave/Plugins/iOS/libCaptureAndSave.a
- /Assets/CaptureAndSave/Prefab/CaptureAndSave.prefab
- /Assets/CaptureAndSave/Prefab/RefreshGallery.prefab

3). Drag **RefreshGallery** prefab into your hierarchy and set values in inspector.

4). Drag **CaptureAndSave** prefab into your hierarchy and set values in inspector.

5). Default directory where screenshot will save-

- Window (My Pictures) : C:\Users\<USERNAME>\Pictures
- MAC (Pictures): /Users/<USERNAME>/Pictures
- iOS : Camera Roll
- Android (with SDCard) : Pictures folder on SDCard
- Android (without SDCard) : /Data/bundle-identifier/files/(installation directory/files)

Notes :

- See the Example scene for more details of function calling.
- Deploy your project on iOS to see your captured image into camera roll, on editor it will not work.
- *For android, write permission should be given in Player Settings.*

How to use:

# Get reference of CaptureAndSave script

CaptureAndSave snapShot = GameObject.FindObjectOfType<CaptureAndSave>();

# Save full screenshots

snapShot.CaptureAndSaveToAlbum();

snapShot.CaptureAndSaveAtPath(string path); // save on a particular path, will not work on IOS

# Save particular area of the screen

snapShot.CaptureAndSaveToAlbum(int x, int y, int width, int height);

snapShot.CaptureAndSaveAtPath(int x, int y, int width, int height, string path); // save on a particular path, will not work on IOS

# Save texture at path

snapShot.SaveTextureAtPath(Texture2D tex2D, string path);

Note : For IOS path should be Application.persistentDataPath\<fileName> or Application.persistentDataPath\<Folder>\<filename>

: For Android it can be /storage/sdcard0/<folder>/<filename> or any path you want.

: For PC and MAC any path you want like /users/admin/Pictures etc.

# Save texture in gallery

snapShot.SaveTextureToGallery(Texture2D tex2D);

# Transfer your pre saved image from Document directory to CameraRoll, simply call this function

snapShot.TransferToCameraRoll(string path)

where path is the full url of the image saved in document directory.

# Get full screenshot

snapShot.GetFullScreenShot()

# Get specific screenshot

snapShot.GetScreenShot(int x, int y, int width, int height); // particular screen

***Note** :*
snapShot.GetFullScreenShot() and snapShot.GetScreenShot() will fire OnScreenShot event when screenshot ready.

***Events** :*

```
    CaptureAndSaveEventListener.onError += OnError; // add event
    CaptureAndSaveEventListener.onError -= OnError; // remove event
    CaptureAndSaveEventListener.onSuccess += OnSuccess;// add event
    CaptureAndSaveEventListener.onSuccess -= OnSuccess; // remove event
    CaptureAndSaveEventListener.onScreenShotInvoker += OnScreenShot; // add event
    CaptureAndSaveEventListener.onScreenShotInvoker -= OnScreenShot; // Remove event
```

```
    void OnError(string error)
    {
        Debug.Log ("Error : "+error);
    }

    void OnSuccess(string msg)
    {
        Debug.Log ("Success : "+msg);
    }

    void OnScreenShot(Texture2D tex2D)
    {
        Texture2D tex = tex2D;
    }
```